

Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1. (Currently Amended) A method of determining a node path through a node graph, comprising:
modifying the node graph in accordance with a metric; and
performing a path finding process through the modified node graph to determine the node path.

running an animation sequence that includes the modified node graph;
detecting a change in performance of a platform running the animation sequence;
adjusting the modified node graph in accordance with the change in performance; and
if a specific node of the modified node graph is removed during adjusting:
re-locating the specific node on the modified node graph; and
performing the path finding process using the re-located specific node.

2. (Original) The method of claim 1, wherein:
the node graph comprises a three-dimensional mesh; and
modifying the node graph comprises changing a number of polygons that make up the three-dimensional mesh.

3. (Original) The method of claim 1, wherein the metric comprises maintaining a steady frame rate for an animation sequence that includes the node graph.

4. (Cancelled)

5. (Currently Amended) The method of claim [[4]] 1, wherein the modified node graph is adjusted to compensate for the change in performance of the platform.

6. (Cancelled)

7. (Currently Amended) The method of claim [[6]] 1, wherein the modified node graph comprises a three-dimensional mesh and re-locating comprises:

obtaining a position on the three-dimensional mesh that corresponds to the specific predetermined node; and

assigning the predetermined specific node to a polygon in the three-dimensional mesh that is closest to the position.

8. (Currently Amended) The method of claim [[6]] 1, wherein the modified node graph comprises a three-dimensional mesh and re-locating comprises:

obtaining a current position of the path finding process on the three-dimensional mesh;
and

assigning the predetermined specific node in accordance with the current position.

9. (Currently Amended) A method of determining a node path through a node graph, comprising:

modifying the node graph in accordance with a predetermined platform performance;
performing a path finding process through the modified node graph to obtain the node path;

running an animation sequence that includes the modified node graph;

determining if the platform performance has changed in response to running the animation sequence;

adjusting the modified node graph to compensate for a change in the platform performance; and

re-performing the path finding process through the adjusted modified node graph to obtain the node path.

10. (Currently Amended) The method of claim 9, wherein, if a ~~predetermined~~ specific node of the node modified graph is removed during adjusting, the method further comprises:
re-locating the ~~predetermined~~ specific node on the modified node graph; and
performing the path finding process using the re-located ~~predetermined~~ specific node.

, 11. (Currently Amended) An article comprising a machine-readable medium that stores executable instructions to determine a node path through a node graph, the instructions causing a machine to:

modify the node graph in accordance with a metric; and
perform a path finding process through the modified node graph to determine the node path.

run an animation sequence that includes the modified node graph;
detect a change in performance of a platform running the animation sequence;
adjust the modified node graph in accordance with the change in performance of the
platform; and

if a specific node of the modified node graph is removed during adjusting:
re-locate the specific node on the modified node graph; and
perform the path finding process using the re-located specific node.

12. (Original) The article of claim 11, wherein:
the node graph comprises a three-dimensional mesh; and
modifying the node graph comprises changing a number of polygons that make up the three-dimensional mesh.

13. (Currently Amended) The article of claim 11, wherein the metric comprises maintaining a steady frame rate for an animation sequence that includes the modified node graph.

14.-16. (Cancelled)

17. (Currently Amended) The article of claim [[16]] 11, wherein the modified node graph comprises a three-dimensional mesh and re-locating comprises:

obtaining a position on the three-dimensional mesh that corresponds to the specific ~~predetermined~~ node; and

assigning the ~~predetermined~~ specific node to a polygon in the three-dimensional mesh that is closest to the position.

18. (Currently Amended) The article of claim [[16]] 11, wherein the modified node graph comprises a three-dimensional mesh and re-locating comprises:

obtaining a current position of the path finding process on the three-dimensional mesh;
and

assigning the specific ~~predetermined~~ node in accordance with the current position.

19. (Currently Amended) An article comprising a machine-readable medium that stores executable instructions to determine a node path through a node graph, the instructions causing a machine to

modify the node graph in accordance with a predetermined platform performance;

perform a path finding process through the modified node graph to obtain the node path;

run an animation sequence that includes the modified node graph;

determine if the platform performance has changed in response to running the animation sequence;

adjust the modified node graph to compensate for a change in the platform performance;
and
re-perform the path finding process through the adjusted modified node graph to obtain the node path.

20. (Currently Amended) The article of claim 19, wherein the article further comprises instructions that, if a ~~predetermined~~ specific node of the node graph is removed during adjusting, cause the machine to:

re-locate the ~~predetermined~~ specific node on the modified node graph; and
perform the path finding process using the re-located ~~predetermined~~ specific node.

21. (Currently Amended) An apparatus for determining a node path through a node graph, comprising:

a memory that stores executable instructions; and

a processor that executes the instructions to:

modify the node graph in accordance with a metric; and

perform a path finding process through the modified node graph to determine the node path.

run an animation sequence that includes the modified node graph;

detect a change in performance in response to running the animation sequence;

adjust the modified node graph in accordance with the change in performance;

and

if a specific node of the node graph is removed during adjusting:

re-locate the specific node on the modified node graph; and

perform the path finding process using the re-located specific node.

22. (Original) The apparatus of claim 21, wherein:

the node graph comprises a three-dimensional mesh; and

modifying the node graph comprises changing a number of polygons that make up the three-dimensional mesh.

23. (Currently Amended) The apparatus of claim 21, wherein the metric comprises maintaining a steady frame rate for an animation sequence that includes the modified node graph.

24.-26. (Cancelled)

27. (Currently Amended) The apparatus of claim [[26]] 21, wherein the modified node graph comprises a three-dimensional mesh and re-locating comprises:

obtaining a position on the three-dimensional mesh that corresponds to the specific ~~predetermined~~ node; and

assigning the specific ~~predetermined~~ node to a polygon in the three-dimensional mesh that is closest to the position.

28. (Currently Amended) The apparatus of claim [[26]] 21, wherein the modified node graph comprises a three-dimensional mesh and re-locating comprises:

obtaining a current position of the path finding process on the three-dimensional mesh;
and

assigning the specific ~~predetermined~~ node in accordance with the current position.

29. (Currently Amended) An apparatus for determining a node path through a node graph, comprising:

a memory that stores executable instructions; and

a processor that executes the instructions to:

modify the node graph in accordance with a predetermined platform performance;

perform a path finding process through the modified node graph to obtain the node path;

run an animation sequence that includes the modified node graph;

determine if the platform performance has changed in response to running the animation sequence;

adjust the modified node graph to compensate for a change in the platform performance; and

re-perform the path finding process through the adjusted modified node graph to obtain the node path.

30. (Currently Amended) The apparatus of claim 29, wherein, if a ~~predetermined~~ specific node of the node graph is removed during adjusting, the apparatus executes instructions to:

re-locate the ~~predetermined~~ specific node on the modified node graph; and
perform the path finding process using the re-located ~~predetermined~~ specific node.